

IN THE SPECIFICATION:

Please amend the paragraph start on page 4, line 27, and ending on page 5, line 19, as follows:

--A number of preferred embodiments of the present invention will now be described with reference to the drawings in which:

Fig. 1 depicts a typical application of derived movie-making techniques;  
Fig. 2 shows a first example of a temporal structure mapping process;  
Fig. 3 show a second example of a temporal structure mapping process;  
Fig. 4 depicts mapping process steps in more detail;  
Fig. 5 illustrates an application relating to post production processing;  
Figs. 6A and 6B illustrate incorporation of user-interaction; [[and]]  
Fig. 7 depicts a preferred embodiment of apparatus upon which the multi-media editing processes may be practiced;

~~Table 1~~ Fig. 8 presents preferred examples of the selection and extraction process;  
~~Table 2~~ Fig. 9 illustrates preferred examples for the ordering process;  
~~Table 3~~ Fig. 10 presents preferred examples for the assembly process;  
~~Table 4~~ Fig. 11 illustrates examples of effects mapping;  
~~Table 5~~ Fig. 12 depicts a template for a silent movie; [[and]]  
~~Table 6~~ Fig. 13 illustrates associations between editing and effect techniques and template type[[.]];

~~Appendix 1~~ presents Figs. 14A-14C present a pseudo-code representation of a movie director module;

~~Appendix 2 presents Figs. 15A and 15B present~~ a pseudo-code representation of a movie builder example; and

~~Appendix 3 illustrates Figs. 16A and 16B illustrate~~ a typical template in pseudo-code for an action movie[[;]]--

Please amend the paragraph starting on page 8, line 12, and ending on page 9, line 21, as follows:

--More complex mapping processes, 250, are possible, potentially yielding better results, or a greater probability of better results than the first example already described. For instance, a second example, shown in Fig. 3, may involve more knowledge of the temporal structure of the input content, 111, in the mapping process, 250, to yield a better result, 112, or an improved probability of a better result at 112. For instance, when the automatic system applies selection and extraction step 401 to the input content in Fig. 3, it may have the benefit of some information about the temporal structure of the input content. In Fig. 3 an example temporal structure is shown in which the input content comprises five consecutive portions, 301, 302, 303, 304, 305, labelled Clip 1, Clip 2, Clip 3, Clip 4, and Clip 5, respectively. Information concerning the duration of these clips may be available with the input content or may be measured in standard ways by the automatic system. The selection and extraction step, 401, now has the opportunity to perform one or more of a variety of functions or algorithms utilising this available or measured temporal structure information to select and extract a portion or portions from the input content. A list of preferred examples for selection and extraction step 401 are given in ~~Table 1~~ Fig. 8 and these are provided without restriction on the possible methods of performing

step 401. A selection and extraction step may be obtained from Table 1 Fig. 8 by combining any example from each column, of which, not all combinations need be useful. Step 402 of the mapping process, 250, may provide a greater variety of ordering methods and/or greater predictability or control of ordering methods if access to information about the temporal structure of the input content, 111, is available and/or if information about the temporal attributes of the selection and extraction process 401 relative to the temporal structure of the input content is available. The ordering step, 402, now has the opportunity to perform one or more of a variety of functions or algorithms utilising this available or temporal structure information to order portions previously selected and extracted from the input content. A selection of preferred examples for ordering step 402 are listed in Table 2 Fig. 9 and these are provided without restriction on the possible methods of performing step 402. Step 403 of the mapping process, 250, may provide a greater variety of assembly methods and/or greater predictability or control of assembly methods if access to information about the temporal structure of the input content, 111, is available and/or if information about the temporal attributes of the selection and extraction process 401 relative to the temporal structure of the input content is available and/or if information about the ordering process 402 relative to the temporal structure of the input content is available. The assembly step, 403, now has the opportunity to perform one or more of a variety of functions or algorithms or assembly methods utilising this available or temporal structure information to assemble portions previously selected and extracted from the input content and consequently ordered. A selection of preferred examples for assembly step 403 are listed in Table 3 Fig. 10 and these are provided without restriction on the possible methods of performing step 403.--

Please amend the paragraph starting on page 9, line 27, and ending on page 10,

line13, as follows:

--Following structure mapping, 102, is effects mapping, 103, in Fig. 1. The output content, 112, from the structure mapping process, 102, has effect mapping performed automatically on it, resulting in output content, 113. In the simplest case, effects mapping, 103, may be the identity case, in which the input content, 112, is unchanged and output at 113. Typically, however, one or more of a variety of effects may be automatically applied at 103, to either or both the audio and video content, for example, within content 112. These effects may include processes or functions or algorithms well-known in the art and ~~Table 4~~ Fig. 11 provides an example list of effects. A variance in the order in which effects are applied to the same content typically results in different output content and therefore, the particular ordering of effects applied to content 112, may also be considered an effect. Effects may be applied without knowledge of the temporal structure mapping process nor of the input content's temporal structure at 111, in which case it may be typical to apply an effect uniformly to the whole content at 112. Alternatively, some effects may be applied with knowledge of the input content's temporal structure, or with knowledge of the temporal mapping process at 102, and typically, such effects may be applied to a portion or portions of the content, 112.--

Please amend the three paragraphs starting on page 17, line 13, and ending on page 18, line 6, as follows:

--Said Silent Movie template may include a typical set of template components listed in ~~Table 5~~ Fig. 12. There may be many ways to construct a template or to apply or order its

components to achieve an equivalent result to that of the Silent Movie production and the example in Table 5 Fig. 12 is not limiting on these many construction methods or options or orderings or applications. Said Silent Movie template example in Table 5 Fig. 12 may be considered as an example of passive relationships between template components to achieve an overall production and consequent perception, as previously described. Many of the components listed in Table 5 Fig. 12 may alone typically elicit some perception of the Silent Movie genre, but the combination or sum of these elements being coincident in one template and their sum effect on the input content result in a consequently strong perceptual reference or allusion to the Silent Movie genre.

Appendix 1 includes Figs. 14A-14C include an example implementation of the Movie Director module, in pseudo-code. Appendix 2 includes Figs. 15A and 15B include an example implementation of the Movie Builder, also in pseudo-code. Appendix 3 includes Figs. 16A and 16B include an example template implementation, also in pseudo-code. The template in Appendix 3 has Figs. 16A and 16B have been designed to create a fast-paced, fast-cutting production with a fast-beat backing music track to give the impression of an action movie. When the example in Appendix 3 Figs. 16A and 16B is compared with the previous Silent Movie genre template description the versatility of the invention may be recognised.

Table 6 Fig. 13 provides example associations between editing & effect techniques and template type, where each template type is intended to induce or suggest one or more moods or is intended for application to input content of a particular kind or relating to a particular event type--

Please amend the two paragraphs on page 18, lines 16-29, as follows:

--~~Appendix 3 provides~~ Figs. 16A and 16B provide an example of standardised naming of template parameters and elements, e.g. ‘cut\_order’ and ‘intraclip’\_spacing. Incorporation of standard names of this kind, or use of a format, structure or model inferring element and parameter names or identities, facilitates template modification. For example, the template in ~~Appendix 3~~ Figs. 16A and 16B might be modified by direct means (manual or automatic) through searching the template information for a name or inferred element identity, and then replacing the related value text string, reference or other attribute associated with that name (if any).

Another example of template modification, again with reference to ~~Appendix 3~~ Figs. 16A and 16B, involves replacement or swapping element values or attributes between like-elements in different templates. For example, if a user, through direct or indirect means, indicates a preference for a ‘Random’ cut\_order property from a differing template, but otherwise prefers all of the properties of a “Romantic” template, then the ‘chronological’ cut\_order property in the Romantic template could be replaced by the ‘Random’ property from elsewhere.--